

SQUARE ENIX

www.square-enix.com

Published by Square Enix, Inc.
999 N. Sepulveda Blvd., 3rd Floor
El Segundo, CA 90245

<http://www.replacementdocs.com>

PRINTED IN U.S.A.

NINTENDO DS™



INSTRUCTION BOOKLET

SQUARE ENIX

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.



Nintendo does not license the sale or use of products without the Official Nintendo Seal.

THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.



THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH DS SYSTEM CONTAINING A SEPARATE GAME CARD.

⚠ CAUTION - Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.



Rev-E

During wireless game play, if communication seems to be affected by other electronic devices, move to another location or turn off the interfering device. You may need to reset the power on the Nintendo DS and start the game again.

©1991, 2007, 2008 SQUARE ENIX CO., LTD. All Rights Reserved.

FINAL FANTASY, SQUARE ENIX, and the SQUARE ENIX logo are registered trademarks or trademarks of Square Enix Co., Ltd.

LICENSED BY



NINTENDO, NINTENDO DS AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.
© 2006 NINTENDO. ALL RIGHTS RESERVED.

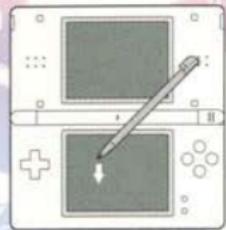


HOW TO USE THE TOUCH SCREEN

There are two methods of using the stylus.

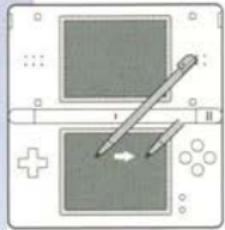
TOUCH

"Touching" is the term used to describe lightly touching the Touch Screen.



SLIDE

"Sliding" is the term used to describe keeping light contact on the Touch Screen as you track across it.

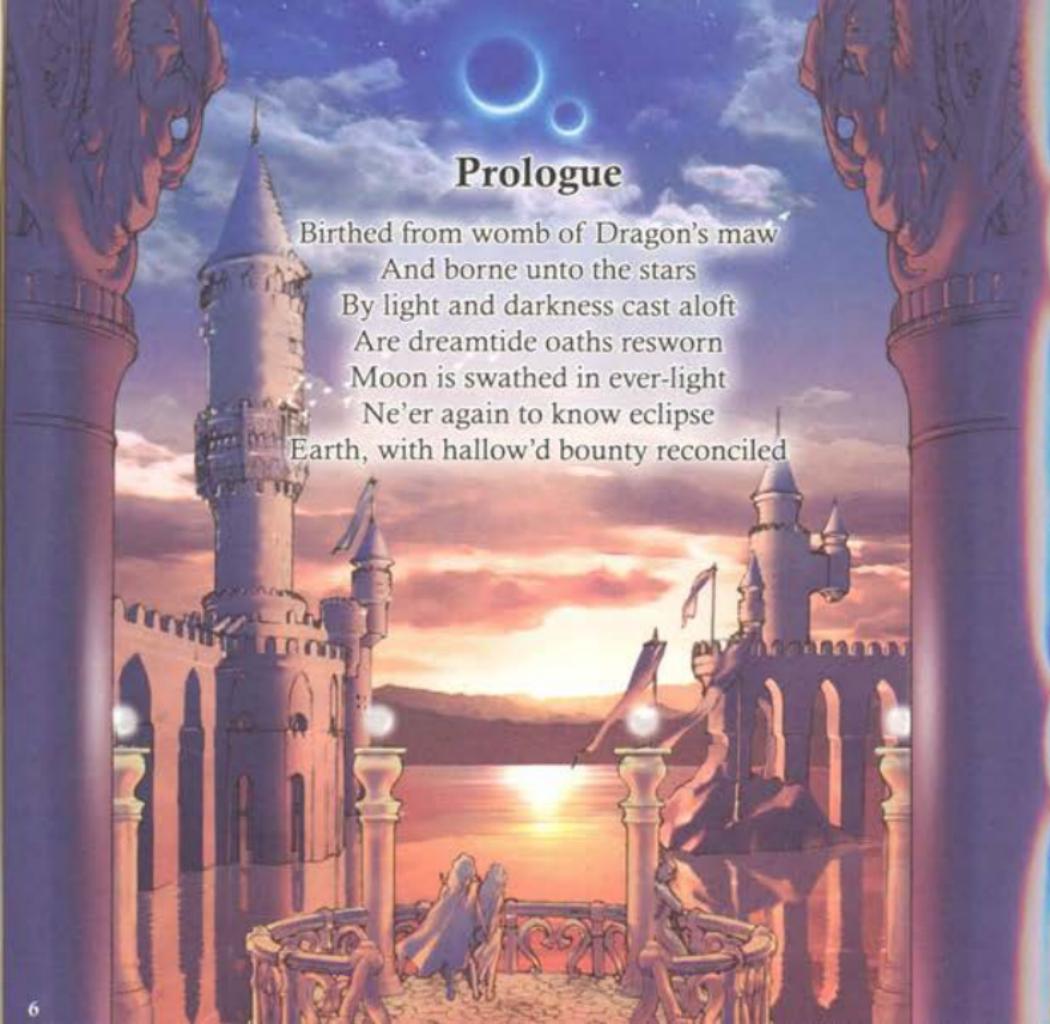


TOUCH SCREEN PRECAUTIONS

- Only the Nintendo DS stylus and other special implements specified in the game should be used on the Touch Screen.
- Use of a damaged stylus or other damaged implement should be avoided.
- Pushing or rubbing the Touch Screen with excessive force should be avoided.
- Fingernails should not be used on the Touch Screen.
- Please do not rub the upper screen with the stylus or any other implement.
- Keep objects such as sand, crumbs, food and liquids away from the Touch Screen.
- When using a protective sheet, be sure to read the instructions included with the sheet to avoid damaging the screen or creating air bubbles.

CONTENTS

Prologue	6
Characters	7
Basic Controls	12
Getting Started	14
Game Screens	16
Exploring	18
Inns and Shops	20
The Main Menu	22
Battle	30
Battle Commands	34
Magic List	38
Wireless Battles	40



Prologue

Birthed from womb of Dragon's maw
And borne unto the stars
By light and darkness cast aloft
Are dreamtide oaths resworn
Moon is swathed in ever-light
Ne'er again to know eclipse
Earth, with hallow'd bounty reconciled

Characters

Cecil — Dark Knight

Lord Captain of the Red Wings of Baron, and adopted son of the militaristic kingdom's monarch. Despite having been raised from infancy by the king, Cecil harbors misgivings about his sovereign's latest orders to invade an innocent city and steal its Crystal.

SPECIAL ABILITY

Darkness Forfeit life energy to fuel powerful attacks.



Cecil — Paladin

Cecil's form after overcoming a formidable trial. Vested with holy might, Cecil can wield a variety of powerful weapons.

SPECIAL ABILITIES

Cover Take damage for critically wounded allies.

White Magic Cast white magic spells.



Kain — Dragoon

The commander of the Baron Dragoons. Like Cecil, Kain lost both parents at an early age and was subsequently raised by Baron's king. He has long been both a friend and rival to Cecil.

SPECIAL ABILITY

Jump Leap high into the air to deliver a devastating strike from above.



Rosa — White Mage

A white mage born of Baron nobility. A friend of Cecil and Kain since childhood, Rosa now harbors feelings stronger than friendship for Cecil.

SPECIAL ABILITIES

Aim Ensure equipped weapon strikes with 100% accuracy.

Pray Restore HP and MP to all party members.

White Magic Cast white magic spells.



Rydia — Summoner

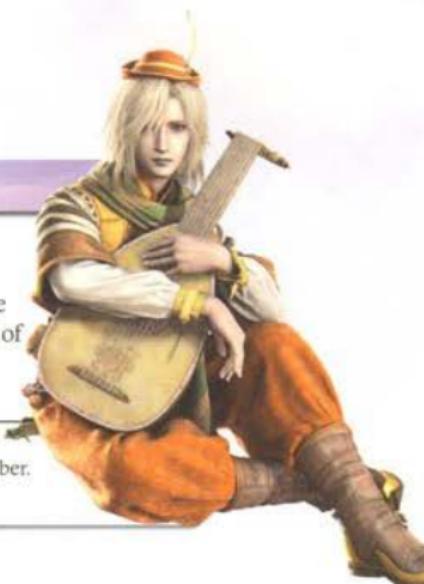
A young girl from Mist, a village of summoners nestled in a fog-filled mountain vale. Heiress to a powerful magical bloodline, she bears great potential for both white and black magic as well as the summoning of mystical creatures known as Eidolons.

SPECIAL ABILITIES

White Magic Cast white magic spells.

Black Magic Cast black magic spells.

Summon Call upon Eidolons for aid.



Edward — Bard

Prince of the desert kingdom of Damcyan. Disillusioned with life at court in the castle, Edward cast off the mantle of royalty to travel the world disguised as a common bard. Though frail of constitution, he possesses a kind and gentle soul.

SPECIAL ABILITIES

Hide Hide to avoid enemy attacks.

Salve Use the same item on each party member.

Bardsong Sing songs to produce various effects.

Edge — Ninja

Prince of the ancient island kingdom of Eblan. Edge's confidence in his own abilities is complete. He is quick to anger, but his explosive nature is balanced by an overwhelming sense of justice.

SPECIAL ABILITIES

Steal	Steal an item from an enemy.
Throw	Lob a weapon at an enemy.
Ninjutsu	Use ninja skills.

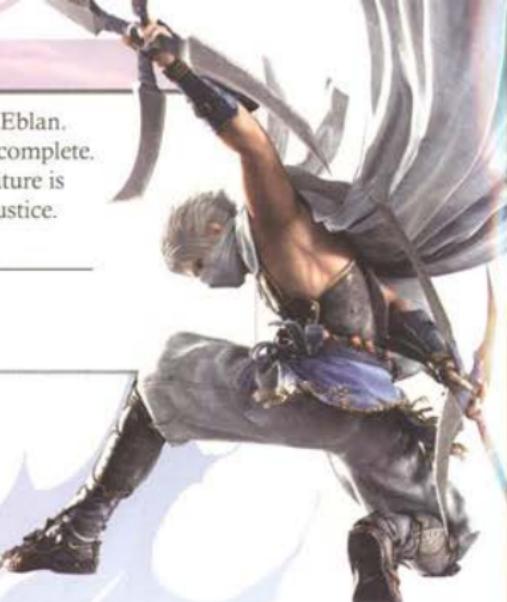


Yang — Monk

Grandmaster of the monks of Fabul. Yang's body and mind alike have been tempered and honed through years of intense training.

SPECIAL ABILITIES

Focus	Double the damage caused by Yang's next attack.
Brace	Greatly reduce the damage taken from all attacks.
Kick	Perform a flying kick that strikes all enemies.



Palom — Black Mage

An apprentice black mage from the land of Mysidia. Though young, Palom has proven himself a skillful, if arrogant, student of magic. He frequently misbehaves, and is often scolded by his twin sister Porom as a result.

SPECIAL ABILITIES

Black Magic	Cast black magic spells.
Bluff	Increase the damage dealt by Palom's next magical attack.
Twincast	Cast powerful spells in tandem with Porom.

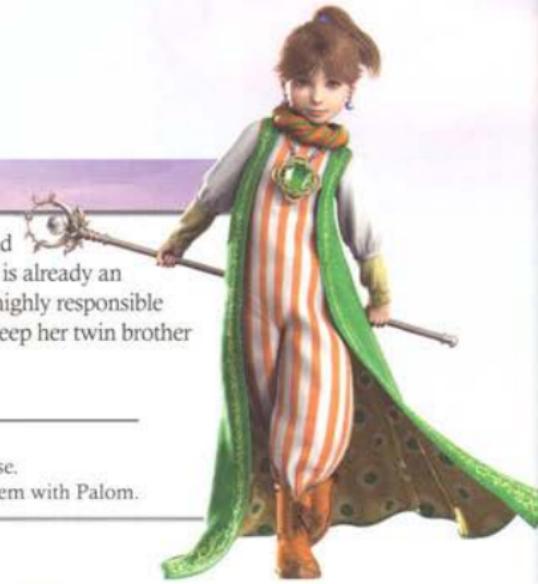


Porom — White Mage

An apprentice white mage from the land of Mysidia. Mature for her age, Porom is already an accomplished spellcaster. She is also a highly responsible child, and must constantly struggle to keep her twin brother Palom from stirring up trouble.

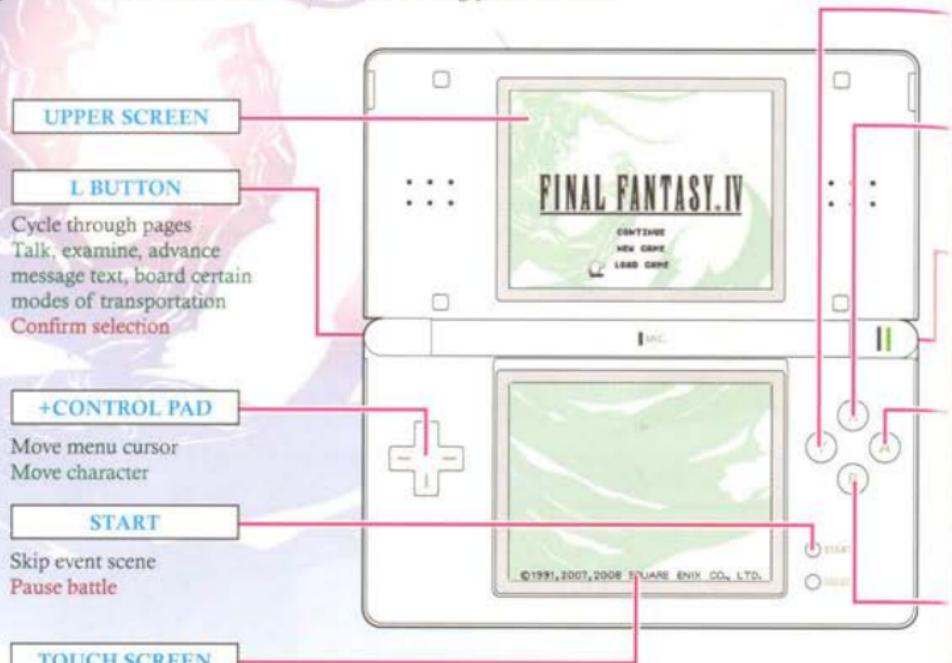
SPECIAL ABILITIES

White Magic	Cast white magic spells.
Cry	Reduce the enemies' Defense.
Twincast	Cast powerful spells in tandem with Palom.



Basic Controls

The basic functions of the buttons are described below. The Touch Screen can also be used to perform some of these functions, such as moving your character.



Green actions can only be performed on the exploration screen (P. 18).
Red actions can only be performed in battle (P. 30).

Y BUTTON

Change lead character
Change active character

X BUTTON

Open main menu
Enable Auto-Battle

R BUTTON

Cycle through pages
Flee from battle

A BUTTON

Confirm selection
Talk, examine, advance message text, board certain modes of transportation

B BUTTON

Cancel
Run (if held while using +Control Pad), disembark from certain modes of transportation

STYLUS CONTROLS

When exploring towns, dungeons, or the world map, you can use the stylus to move the lead character. Touch the Touch Screen, and the character will move in the same direction as the stylus's relative direction from the screen's center. You can also rotate characters shown in menu screens by sliding the stylus across the Touch Screen. A number of mini-games make use of the Touch Screen as well. See their in-game explanations for details.



◆ **Note:** Closing the system while the power is ON will activate Sleep Mode, extending the life of the battery. To deactivate Sleep Mode and resume play, open the system again. Closing the system while listening to the game's Music Box will not activate Sleep Mode if headphones are connected to the system. The music will continue to play through the headphones.

Getting Started

Make sure the Nintendo DS is turned OFF before inserting the FINAL FANTASY IV Game Card. Once the Game Card has been firmly inserted, slide the Power Button.

- Once the system is turned ON, the screen to the right will appear. After reading the information, press the **A Button** or touch the Touch Screen to proceed.



- To begin play, touch the **FINAL FANTASY IV** panel on the DS Menu Screen or press the **A Button**.

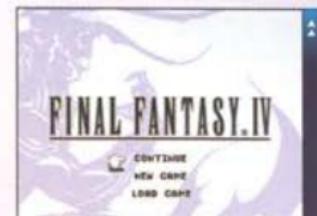
◆ Note: This step is unnecessary if your Nintendo DS is set to Auto Mode. Please consult the Nintendo DS hardware manual for further details.



Within this manual, indicates that a screenshot is from the upper screen and indicates that a screenshot is from the lower screen.

Starting a Play Session

When the title screen appears, use the **+Control Pad** to select an option from the menu, and then press the **A Button** to confirm.



CONTINUE	Resume playing from quicksave data. (Shown only when quicksave data is present.)
NEW GAME	Start playing from the beginning.
LOAD GAME	Resume playing a previously saved game.

Ending a Play Session

Be sure to save your progress before turning the power OFF. There are two methods you can use to do so.

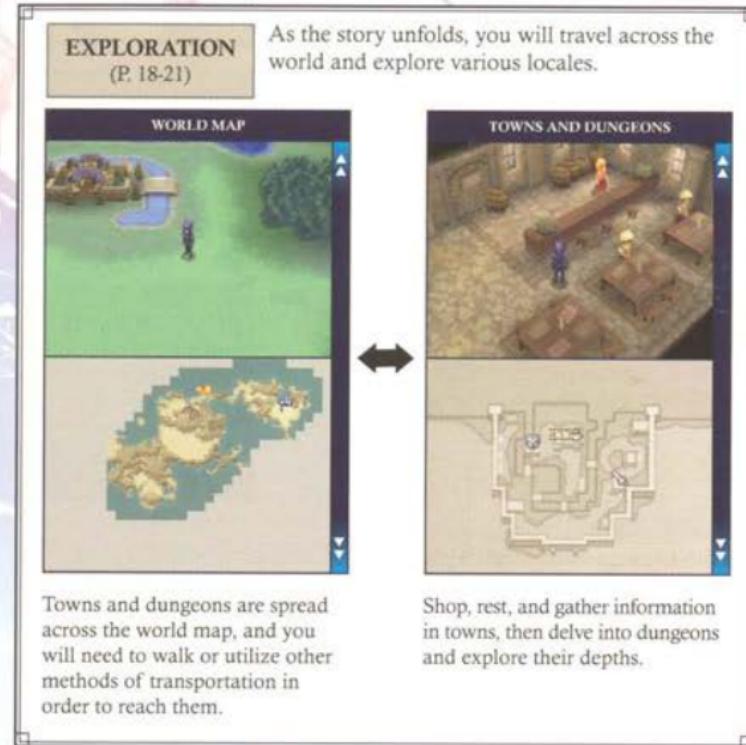


SAVE AND QUICKSAVE

Select Save (P. 29) from the main menu while on the world map or at a save point, and you will be given the opportunity to save your progress to one of the game's three save slots. Select Quicksave (P. 29) from the menu to save your progress to the quicksave slot. The quicksave function can be used at any time outside of battle or event scenes. However, quicksave data is lost forever once it is loaded or another game is begun by selecting **NEW GAME** or **LOAD GAME** at the title screen.

Game Screens

FINAL FANTASY IV makes use of three types of screens.



Exploring

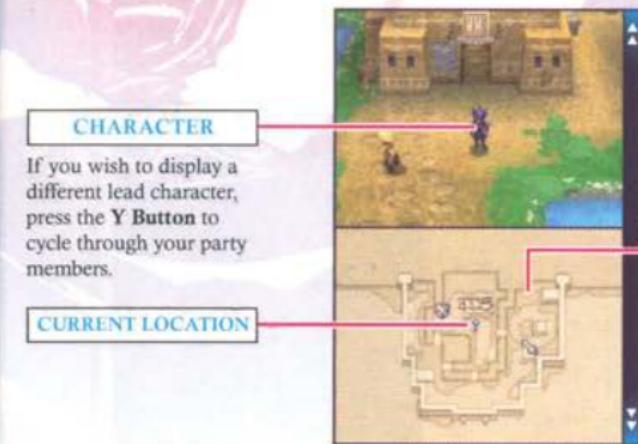
Throughout your quest, you will traverse various locations to reach important destinations, gather information, purchase items, and explore.

Your View of the World

Use the **+Control Pad** or the Touch Screen to move your character.

Hold the **B Button** while moving to make your character run.

† Note: If you set Movement to "Run" in the Settings menu (P. 28), your character will run by default and walk while you are holding the **B Button**.

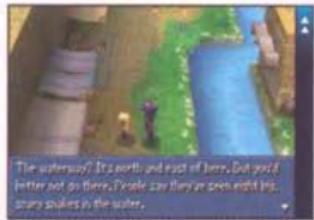


CHARACTER
If you wish to display a different lead character, press the **Y Button** to cycle through your party members.

MAP
Maps display the locations of towns, dungeons, shops, and treasure chests. The world map and dungeon maps will only display areas which you have already explored.

Talking

Talk to others by approaching them and pressing the **A Button** or the **L Button**. You can sometimes obtain valuable information by talking to the people around you.



Examining Objects

Press the **A Button** to examine suspicious objects or open treasure chests.



MODES OF TRANSPORTATION

As you proceed through your quest, you will have the chance to employ various methods of transportation. To board a vehicle, move near it and press the **A Button** or **L Button**. To disembark, press the **B Button**.



Inns and Shops

In towns, you will find shops and other facilities where you can spend your gil. The types of businesses available vary from town to town.

Inns

Resting at an inn will fully restore your party's HP and MP, and remove all status ailments (P. 37). You may even be able to find some places where you can spend the night free of charge.



NAMINGWAY

A peculiar character named Namingway appears in the game, traveling the world while periodically changing his name. Encounter and speak to him enough, and it just may prove worth your while. He will show up in a variety of locations, so be sure to keep an eye out.

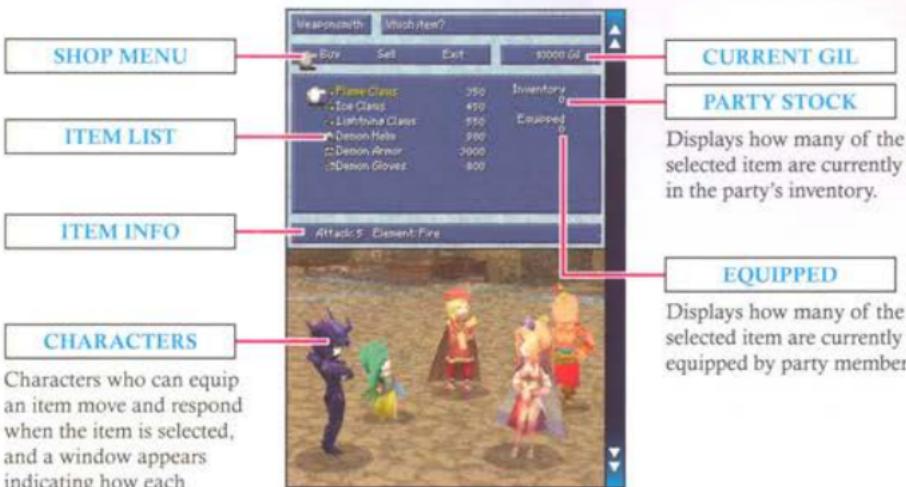


Shops

There are three types of shops at which you can buy and sell equipment: weapon shops, armor shops, and item shops. Speak to the shopkeeper and select Buy or Sell from the menu that appears to begin conducting business.

THE SHOP SCREEN

Select the item you would like to buy or sell from the list that appears. Then press UP or DOWN on the +Control Pad to increase or decrease the quantity (LEFT and RIGHT can be used to increase and decrease the quantity by units of 10). Once you have selected the desired quantity, press the A Button to complete the transaction. You will receive a discount if you purchase 4 or more of the same item at once.



Characters who can equip an item move and respond when the item is selected, and a window appears indicating how each character's attributes would be affected by equipping it.

The Main Menu

While exploring towns, dungeons, or the overworld map, pressing the **X Button** will open the main menu. The main menu allows you to view the status of your party members and make preparations for your quest.

The Menu Screen



MAIN MENU
(P. 22-29)

THOUGHT BUBBLE

Displays the thoughts of the current lead character.

LEAD CHARACTER

The character shown as you move about and explore the world.

STATUS SUMMARY

Displays each character's level, HP, and MP (P. 27). If characters are afflicted with status ailments (P. 37), icons are shown to indicate the ailments.

Inventory

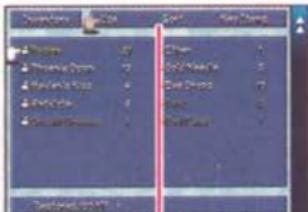
Access your inventory to view the list of items in your party's possession. Press the **B Button** to move the cursor to the Inventory Menu at the top of the screen.

INVENTORY MENU

USE Use items.

SORT Arrange the item list by category.

KEY ITEMS View or use key story items.



INVENTORY MENU

USING ITEMS

To use an item, select it with the cursor and then press the **A Button** twice. Depending on the item, you may be prompted to select the character on whom you wish to use it. Only items displayed in white can be used.



ORGANIZING YOUR INVENTORY

To swap the positions of two items in your inventory, first select one item with the cursor and press the **A Button**, then select a different item and press the **A Button** again.



Magic

Select this menu option to view or cast the spells known by your party members. Select a type of magic to display the list of spells of that type which a character has learned.

As you proceed through the game and your characters gain levels (P. 27), they will learn additional spells.



USING MAGIC

To cast a spell, select it with the cursor and press the A Button twice. Depending on the spell, you may be prompted to select the character on whom you wish to cast it. The character will then expend the number of MP indicated and cast the spell. Only spells displayed in white can be cast.

◆ Note: Certain spells can be cast on all party members. Press **RIGHT** or **LEFT** on the **+Control Pad** when selecting the target to select all characters.



ORGANIZING SPELL LISTS

To swap the positions of two spells in a character's spell list, first select one spell with the cursor and press the **A Button**, then select a different one and press the **A Button** again.



Equipment

Select this menu option to view or change your characters' equipment. The upper screen shows the items currently equipped by a character, while the lower screen shows the character's current attributes.



EQUIPPABLE ITEMS

ATTRIBUTES (P. 27)

Displays the character's current attributes, as well as the attributes the character would have after equipping the selected item. Green numbers indicate improved attributes, and red numbers indicate lowered attributes.

EQUIPMENT MENU

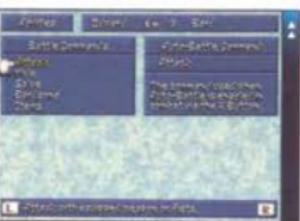
EQUIP Equip different items to the character.
First select the location, then select the item to equip.

REMOVE Select items to remove them from the character.

OPTIMIZE Equip the items that will give the character the highest attributes possible.

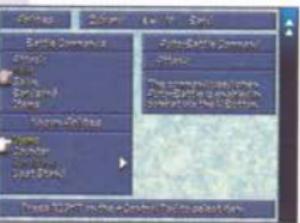
Abilities

Select this menu option to view or change a character's battle command list (P. 34). You can also set the command a character should use when Auto-Battle is engaged by moving the cursor to the Auto-Battle Command window and pressing the **A Button**. When selecting magic or items, press **RIGHT** on the **+Control Pad** to select a specific spell or item from the list.



BATTLE COMMANDS

You can set a maximum of five abilities to appear in each character's battle command list, selected from that character's set of known abilities. When selecting Magic or Items, you can press **RIGHT** on the **+Control Pad** to select specific spells or items if desired. The Items command itself cannot be removed from a character's battle command list.



*** Note:** Some combat abilities activate automatically in battle when assigned to a character's command list, while others need to be selected in order to be used.

AUGMENTS

Characters who leave the party will sometimes leave behind their abilities in the form of augments. These items appear in the Key Items list and can be used on a single character in order to transfer a new ability to that character. Once an ability is learned, it cannot be forgotten or transferred to another character, so weigh your options carefully before using an augment.

Status

This menu command allows you to view character attributes.

Lv	Current level. A character's level increases as he or she gains EXP.
HP	Current / maximum hit points. When HP reaches zero, the character is KO'd and becomes unable to fight.
MP	Current / maximum magic points. Casting spells consumes MP.
EXP	Experience points. A character earns EXP after each successful battle. When the character has gained enough EXP, his or her level will increase.
STRENGTH	Affects the damage dealt by physical attacks.
SPEED	Affects the speed of the character's combat actions.
STAMINA	Affects HP.
INTELLECT	Affects the strength of ninjutsu, black magic, and summoning spells.
SPIRIT	Affects the strength of white magic spells.
ATTACK	Determines the damage dealt by physical attacks.
ACCURACY	Determines the chance physical attacks will hit.
DEFENSE	Affects the damage received from physical attacks.
EVASION	Determines the chance of dodging physical attacks.
MAGIC DEFENSE	Affects the damage received from magic.
MAGIC EVASION	Determines the chance of dodging magic.



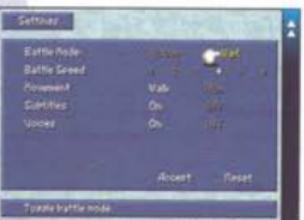
Party

Selected by default, Reposition allows you to change the positions of the characters in your party. First select one character with the cursor and press the A Button, then select a different one and press the A Button again to make them trade places. Pressing the B Button will return the cursor to the menu at the top of the screen. From there, you can select Invert, which reverses the party's front and back rows (P. 32).



Settings

The Settings menu allows you to adjust various game settings. After making changes, select Accept to apply them. To revert all settings to their default values, select Reset.



BATTLE MODE	Toggle the battle mode (Wait: time freezes while you select spells and other abilities from lists. Active: enemies continue to take turns and attack).
BATTLE SPEED	Select the rate at which time flows in battle.
MOVEMENT	Toggle the default movement method (Walk or Run).
SUBTITLES	Toggle the display of subtitles during events.
VOICES	Toggle the playback of voices during events.

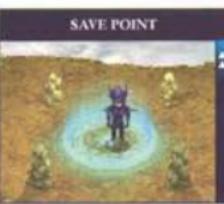
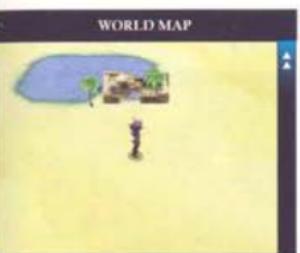
Quicksave

This menu command allows you to temporarily save your progress and quit playing. Select CONTINUE from the title menu to continue playing from where you quicksaved previously. Be aware that quicksave data is permanently deleted once it has been loaded.



Save

This command allows you to save your progress to one of the game's three save slots. You can only use the Save command when on the world map, or at save points within dungeons.



Battle

When the party encounters enemies while exploring or during an event, a battle will begin. Make use of your characters' battle commands to defeat the foes.

The Flow of Battle

Time flows constantly in battle. Characters receive turns in the order in which their ATB gauges (P. 33) fill. Select an action from the character's command list and the character will perform that action. Bear in mind that time continues to flow even while you are selecting battle commands.

Note: If the Battle Mode is set to Wait in the Settings menu (P. 28), time will freeze while you select items, spells, and other abilities from their respective lists.



AUTO-BATTLE

Pressing the **X Button** in battle will activate Auto-Battle, causing each character to perform a predetermined action on each turn without prompting you to input commands. Press the **X Button** again to turn off Auto-Battle. The command a character uses when Auto-Battle is enabled can be set within the Abilities menu (P. 26).



YIELDING TURNS

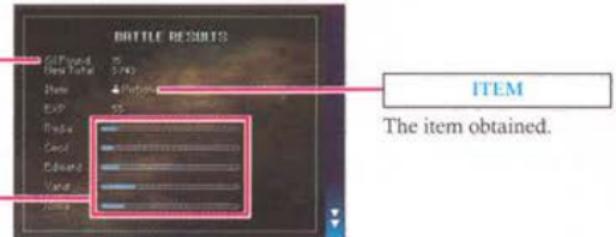
When more than one character has a full ATB gauge in combat, you can press the **Y Button** to make the active character yield his or her position in the turn order to the next waiting character.

Edward	HP 294
Yana	HP 708

Command input will shift to the character indicated by the **Y Button**.

End of Battle

After you have defeated all of your enemies, you will obtain money (gil), EXP, and sometimes an item. If any of your characters gain enough EXP to gain a level, you will be shown the resulting changes to their attributes.



GIL

The number of gil obtained as well as the party's new total.

EXP GAUGES

A character's gauge fills as he or she earns more EXP. When the gauge becomes completely full, the character gains a level.

ITEM

The item obtained.

GAME OVER

If all of your party members are KO'd or turned to stone (P. 37), the Game Over screen will appear and you will be returned to the title screen. You will have to load your most recently saved data in order to try again.

The Battle Screen

In battle, enemies appear on the left side of the screen and your party members appear on the right. The viewpoint and directional controls change for boss battles.

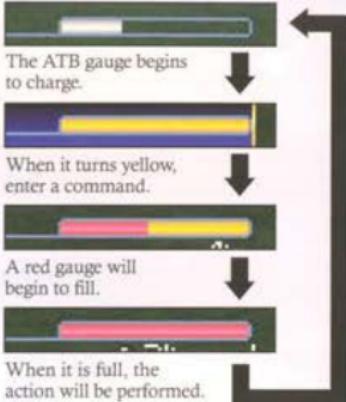


FRONT ROW AND BACK ROW

Characters in the front row of your battle formation take more damage from enemy attacks. Characters in the back row take less damage, but also deal less damage and suffer reduced accuracy with their own physical attacks when using most weapons.

THE ATB GAUGE

Characters' ATB (Active Time Battle) gauges fill as time passes in battle. When a character's gauge becomes full, that character will be given a chance to act. Once you've entered a command for the character, a red gauge will begin charging. When the entire ATB gauge has turned red, the character will perform the selected action. The rate at which the gauge charges depends on the action the character is to perform.



ENCOUNTER CONDITIONS

You will occasionally enter battle under one of the following special conditions.

PREEMPTIVE STRIKE	Your entire party begins battle with full ATB gauges.
SURPRISED	The enemy party gains a preemptive strike.
BACK ATTACK	The front and back rows of your battle formation are reversed and the enemy party gains a preemptive strike.



Battle Commands

The following pages explain fundamental battle commands. You can freely assign other known abilities to a character's battle command list via the Abilities menu (P. 26).

Attack

Select a target to attack with your currently equipped weapon, or with your bare fists if no weapon is equipped.



Special Commands

Many abilities, such as White Magic, Black Magic, and Darkness, are only available to certain characters. Depending on the ability, you may be prompted to choose a specific spell or ability to use after selecting the command. You may also be required to select a target.



MULTIPLE TARGETS

Some spells and abilities can be used on either a single target or the entire enemy or ally party. To target all enemies or allies, press the **+Control Pad** in the direction of the enemy or ally party when selecting a target.



Items

This command allows you to use items in your party's possession. Select an item from your inventory and then choose a target.



CHANGING WEAPONS

It is possible to change a character's weapons during battle. Select the Items command, then press **UP** on the **+Control Pad** when the item list appears to display the character's currently equipped weapons. Select the weapon you wish to remove with the **A Button**, select a different weapon from the party's inventory with the **+Control Pad**, and press the **A Button** again to equip it.



† Note: A character's turn ends immediately after changing weapons.

Defend

To access this command, press **RIGHT** or **LEFT** on the **+Control Pad** when on the battle command menu. After a character selects Defend, he or she will take up a defensive stance, reducing the amount of damage received from attacks until the character selects a different action to perform.



Swap Rows

To access this command, press **RIGHT** or **LEFT** on the **+Control Pad** when on the battle command menu. Selecting this command will cause the front and back rows of your party's battle formation (P. 32) to be reversed.



STATUS AILMENTS

The following status ailments can be inflicted upon characters in battle. They can be removed with spells, items, or by resting at an inn.

AILMENTS REMOVED AT THE END OF BATTLE	SLOW	Actions are slowed. ATB gauge fills more slowly.
	STOP	Character is frozen in time and cannot act.
	SAP	HP gradually dwindles.
	SLEEP	Character cannot act. Canceled if character is attacked.
	PARALYZE	Character loses control of body and cannot act.
	CONFUSE	Character attacks allies. Canceled if character is attacked.
	CURSE	Reduces character's attributes.
	PETRIFY	Character is gradually turned to stone.
	POISON	HP gradually dwindles.
	BLIND	Decreases accuracy of physical attacks.
AILMENTS RETAINED AFTER BATTLE	SILENCE	Prevents the character from using magic.
	PIG	Cannot cast any spells but Pig.
	TOAD	Reduces Attack and Defense. Cannot cast any spells but Toad.
	MINI	Shrinks character, reducing Attack and Defense.
	STONE	Character is turned to stone and cannot act.
	KO	Character has zero HP and cannot act.

FLEEING

You can attempt to escape from battle by holding down the **R Button**. Note that you may be unable to flee from certain enemies. There is also a chance that you may drop gil when fleeing.



Magic List

There are several types of magic in the game, and the types which individual characters can use vary. The lists below are a sampling of the black magic, white magic, and summoning spells that appear in the game.

White Magic

SPELL NAME	MP USED	EFFECT
CURE	3	Restores a small amount of HP. Damages undead enemies.
CURA	9	Restores a moderate amount of HP. Damages undead enemies.
HOLD	5	Paralyzes targets.
SLOW	10	Slows actions of targets.
LIBRA	1	Reveals most target's HP and weaknesses.
SIGHT	5	When used in a dungeon, displays the maps of visited locations. When used outside or in a town, displays the world map and its various locations.
RAISE	25	Revives ally from KO status.
PROTECT	15	Increases target's Defense.
SILENCE	8	Inflicts silence status.
CONFUSE	5	Inflicts confuse status.
ESUNA	15	Removes most status ailments.

Black Magic

SPELL NAME	MP USED	EFFECT
FIRE	5	Deals fire damage.
BLIZZARD	5	Deals ice damage.
THUNDER	5	Deals lightning damage.
SLEEP	15	Inflicts sleep status.
POISON	2	Inflicts poison status.
OSMOSE	5	Absorbs MP from target.
PIG	10	Inflicts or removes pig status.
TOAD	10	Inflicts or removes toad status.
WARP	10	Warps party to previous floor of dungeon.

Summoning Magic

SPELL NAME	MP USED	EFFECT
WHYT	50	Summons Whyt to fight in the summoner's place.
CHOCOBO	10	Summons a chocobo to attack a single enemy.
SHIVA	30	Summons Shiva to attack all enemies with an ice storm.
RAMUH	30	Summons Ramuh to attack all enemies with a blast of lightning.
IFRIT	30	Summons Ifrit to attack all enemies with burning flames.
DRAGON	35	Summons a mist dragon to attack all enemies with its breath.

Wireless Battles

As you progress through the game, you will have the opportunity to train an Eidolon named Whyt by means of various mini-games, and then pit him against a friend's Eidolon via DS wireless communications.

The Whyt Menu

The menu to the right appears when you select "Whyt" (or your player-assigned name) from the menu that appears when you speak to Fat Chocobo in a chocobo forest or in any of the other locations where he appears. This menu allows you to train Whyt, modify his ability list and appearance, or challenge other players to wireless battles.



FAT CHOCOBO

In chocobo forests and certain other locations throughout the world, you will discover areas that are revealed to be thick with the stench of chocobo when examined. If you use Gysahl Greens in these places, Fat Chocobo will appear. In addition to the menu described above, Fat Chocobo also provides access to the game's Bestiary, Event Theatre, and Music Box once certain conditions have been met.



*** Note:** If using headphones, you can listen to music through the Music Box even after closing the system. However, you must connect the headphones before closing the system in order to do so.

BATTLE

Using DS wireless communications, you can pit your Whyt against a friend's in a one-on-one battle. Read pages 43-44 carefully, and be sure you have made the necessary preparations before starting.

First, one player should select Host Battle from the Battle menu while the other selects Join Battle. When the player who selected Join Battle chooses the other player from the list that appears, the battle will begin.



Your Eidolons will fight on their own, using the battle commands you set via the Abilities menu (P. 42).

The battle ends when one of the two is reduced to zero HP. After the battle, your respective mini-game high score lists will be exchanged and combined.



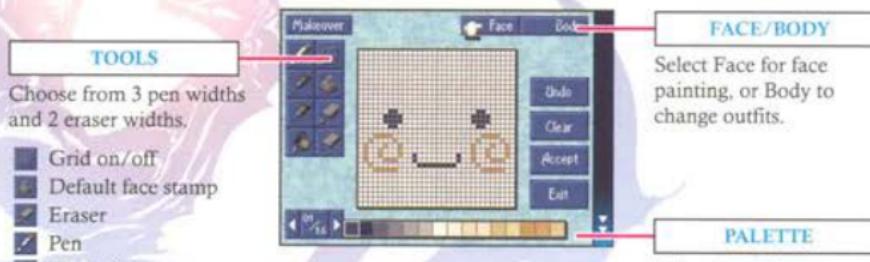
TRAINING

You can train Whyt by playing various mini-games. The instructions for each game will be shown after selecting it from the menu. Whyt's attributes (Strength, Speed, Stamina, Intellect, and Spirit) will change according to your performance in these games, with each game influencing a different attribute.

*** Note:** After engaging in a wireless battle, your mini-game scores will be exchanged with those of your opponent. If your opponent's scores are higher than your own, Whyt's attributes will change accordingly.

MAKEOVER

Using the stylus, you can scribble on Whyt's face or even sketch him an entirely new one. Select from tools, such as various pens and the eraser, to do your drawing. To cancel your last stroke select Undo. To erase the entire face select Clear. You can also change Whyt's outfit by selecting Body at the top of the screen. Once you've finished, select Accept to save the changes. To exit without saving changes, select Exit.



TOOLS
Choose from 3 pen widths and 2 eraser widths.

- Grid on/off
- Default face stamp
- Eraser
- Pen
- Flood fill

ABILITIES

You can freely select abilities to appear in Whyt's battle command list, which appears on the left. On the right side of the screen, you can enter a comment to display in Battle History entries.

BATTLE HISTORY

Select this option to view your win/loss record.

Note: Whyt's face and mini-game data are common to all save slots. Redrawing his face in the game saved to Slot 1, for example, will also change his appearance in the games saved to Slots 2 and 3.

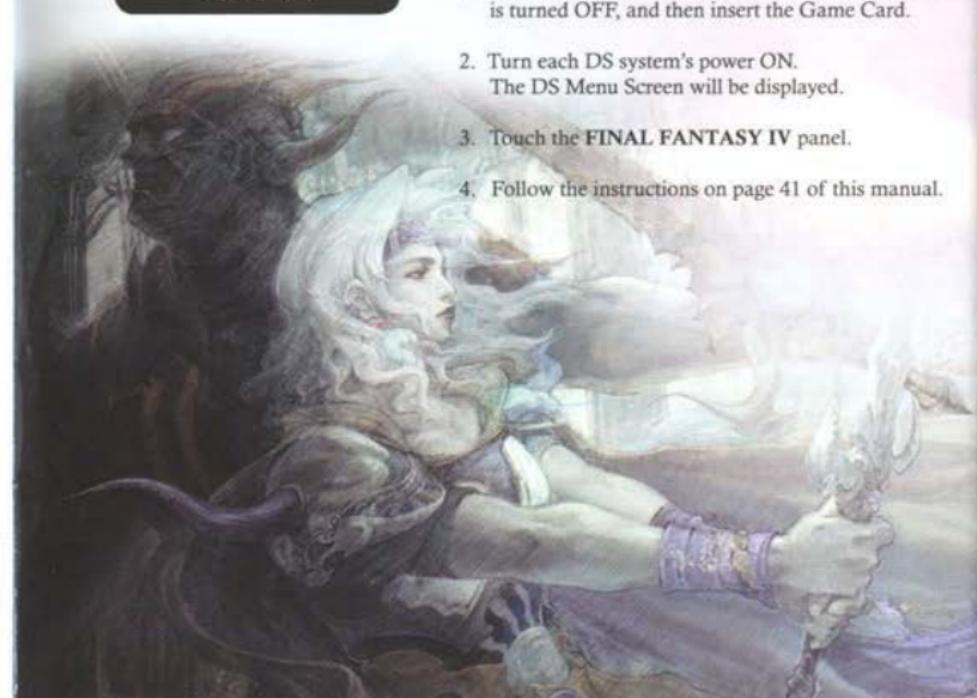
DS Wireless Communications

What you will need:

Nintendo DS or Nintendo DS Lite Systems ————— 1 per player
FINAL FANTASY IV Game Cards ————— 1 per player

Instructions

1. Check that the power of each Nintendo DS system is turned OFF, and then insert the Game Card.
2. Turn each DS system's power ON.
The DS Menu Screen will be displayed.
3. Touch the FINAL FANTASY IV panel.
4. Follow the instructions on page 41 of this manual.



Standard Wireless Communication Guidelines

Please note the following points regarding wireless communications:

- The  displayed on the Nintendo DS Menu screen or the game menu is the Nintendo DS Wireless Icon. Choosing a menu option with a Nintendo DS Wireless Icon activates the wireless communications mode. Never activate this mode in areas where wireless communications are prohibited (such as on airplanes, in hospitals, on trains or on buses).
- The  displayed on screen while wireless communications are in operation indicates the signal strength of the wireless signal. The icon has four modes depending on the signal strength, as shown below. The stronger the signal is, the more stable the wireless communications will be.

No. of Bars	0	1	2	3
Strength	Weaker		Stronger	

When the wireless communications mode is active, the power light will flash at a different speed.



For the best wireless communications performance, please note the following:

- All Nintendo DS systems should be within 30 feet of each other or at a distance where the signal strength icon shows two or more bars.
- The Nintendo DS systems should face each other as directly as possible.
- Avoid having people or other obstructions between the Nintendo DS systems.
- Avoid interference from other devices. If communication seems to be affected by other devices (wireless LAN, microwave ovens, cordless devices, computers), move to another location or turn off the interfering device.

Notes

HORI



FINAL FANTASY. IV

Nintendo DS Lite Protector Kit

Let the Journey Begin...

Protector

Complete protection from dirt and scratches!
Allows you to play and change games and adjust volume while attached!
*The product is Clear color.
Pictured image is attached to white Nintendo DS Lite system.

Adjustable Stylus Pen

Extend for added comfort!
Shorten it to insert into your Nintendo DS Lite system!
Specially designed tip prevents scratches on your screen!

Introducing the FINAL FANTASY IV Protector Kit
Available Now! MSRP \$12.99

The image on the packaging may differ from the actual product.
Nintendo DS is a trademark of Nintendo. © 2004 Nintendo. HORI and HORI logo are trademarks of HORI.
©1991, 2007, 2008 SQUARE ENIX CO., LTD. All Rights Reserved.
FINAL FANTASY and the FINAL FANTASY logo are registered trademarks or trademarks of Square Enix Co., Ltd.

SQUARE ENIX ONLINE MERCHANDISE STORE

FOR DETAILS VISIT WWW.SQUARE-ENIX-SHOP.COM



FINAL FANTASY® IV

TRADING ARTS mini SET

— NOW AVAILABLE —

OFFICIAL ONLINE STORE **EXCLUSIVE** — \$17.99

SQUARE ENIX PRODUCTS

SQUARE ENIX

© 2008 SQUARE ENIX CO., LTD. All Rights Reserved. FINAL FANTASY, SQUARE ENIX, and the SQUARE ENIX logo are registered trademarks or trademarks of Square Enix Co., Ltd. Product will be shipped only within the U.S.

The following warranty and support information applies only to customers in the United States and Canada, and only to original consumer purchasers of products covered by this warranty.

LIMITED WARRANTY

Square Enix, Inc. ("SEI") warrants to the original purchaser of the enclosed product (the "Product") that the media containing the Product (which includes any replacement media provided under this warranty) will be free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase (the "Warranty Period"). SEI's entire liability and your exclusive remedy under this limited warranty shall be, at SEI's option, repair or replacement, without charge, of the whole or affected portion of any Product that proves to be defective in material or workmanship during the Warranty Period.

EXCLUSIONS FROM WARRANTY

This warranty applies only to defects in factory materials and factory workmanship. Any condition caused by abuse, unreasonable use, mistreatment, neglect, accident, improper operation, destruction or alteration, or repair or maintenance attempted by anyone other than SEI is not a defect covered by this warranty. Parts and materials subject to wear and tear in normal usage are not covered by this warranty.

IMPLIED WARRANTIES AND INCIDENTAL AND CONSEQUENTIAL DAMAGES

Under state or provincial law, you may be entitled to the benefit of certain implied warranties. ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, WILL CONTINUE IN FORCE ONLY DURING THE WARRANTY PERIOD. Some states and provinces do not allow limitations on how long an implied warranty lasts, so the above limitation may not apply to you.

NEITHER SEI NOR YOUR RETAIL DEALER HAS ANY RESPONSIBILITY FOR ANY INCIDENTAL OR CONSEQUENTIAL DAMAGES RELATING TO YOUR USE OF THE PRODUCT, INCLUDING, WITHOUT LIMITATION, ANY DAMAGES FOR LOSS OF DATA OR LOSS OF PROFIT, OR FOR ANY INCIDENTAL EXPENSES, LOSS OF TIME, OR INCONVENIENCE. As some states and provinces do not allow the exclusion or limitation of incidental or consequential damage, the foregoing limitation or exclusion may not apply to you.

HOW TO OBTAIN WARRANTY SERVICE

To obtain warranty service, please send the defective Product, together with a copy of your original sales receipt, your return address, name and telephone number, should contact be necessary, and a brief note describing the defect to SEI at the following address: Square Enix, Inc., Customer Warranty, 999 N. Sepulveda Blvd 3rd Floor, El Segundo, CA, 90245. THE DEFECTIVE PRODUCT MUST BE POSTMARKED WITHIN NINETY (90) DAYS FROM THE DATE OF PURCHASE. PROOF OF PURCHASE IN THE FORM OF A DATED RECEIPT MUST BE INCLUDED TO OBTAIN WARRANTY SERVICE.

The shipping costs for sending the defective Product to SEI is a sole responsibility of the Customer. SEI will not be liable for any damage or loss that occurs during shipping. To minimize loss during shipping, you may opt to use a tracking method when shipping.

If you have warranty questions, you can also contact our Customer Warranty department at (310) 846-0345 during its hours of operation, Monday – Friday, 9:00 am – 6:00 pm, Pacific Standard Time.

For customer support and technical support questions, please call (310) 846-0345 during the following hours of operation: Monday – Friday, 9:00 am – 6:00 pm, Pacific Standard Time. FOR INFORMATION AND SERVICES BY SQUARE ENIX, INC. GO TO WWW.SQUARE-ENIX.COM

NOTICE: The Product, this manual, and all other accompanying documentation, written or electronic, are protected by United States copyright law, trademark law and international treaties. Unauthorized reproduction is subject to civil and criminal penalties. All rights reserved.